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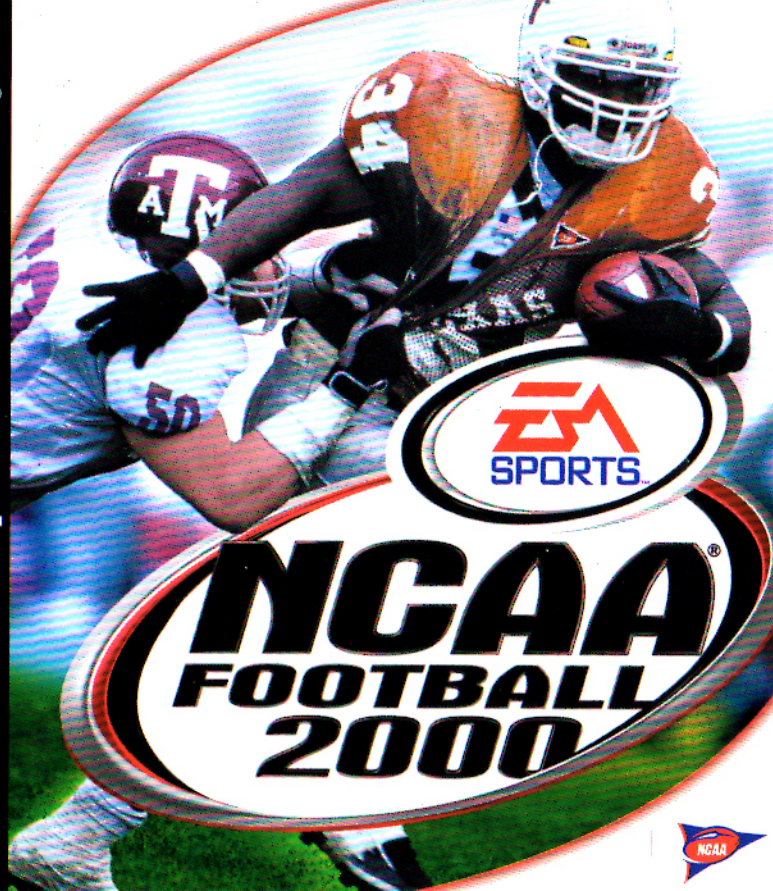


NTSC U/C

PlayStation®



SLUS-00932



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- ♦ This compact disc is intended for use only with the PlayStation game console.
- ♦ Do not bend it, crush it, or submerge it in liquids.
- ♦ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ♦ Be sure to take an occasional rest break during extended play.
- ♦ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

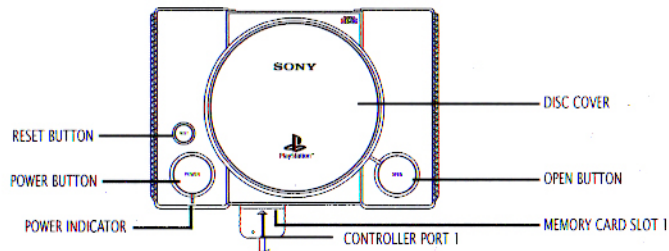
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Play in the **National NCAA® Football 2000 Video Game Tournament!** Fall of 1999, EA SPORTS™ visits 64 campuses to determine the national champ.

For more info about the tournament, this game (including an expanded manual), and other titles, check out EA SPORTS on the the web at www.easports.com.

STARTING THE GAME



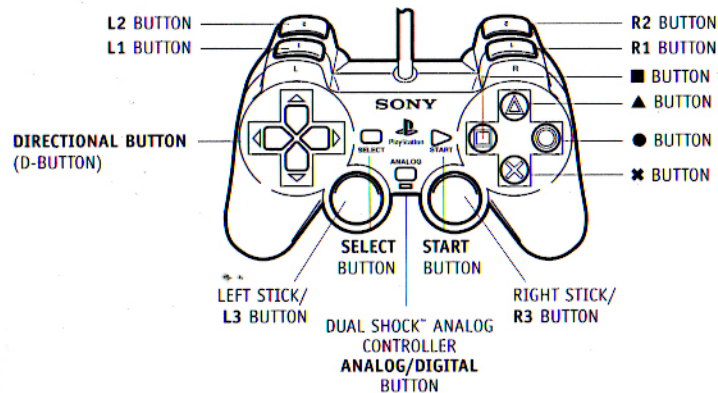
1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NCAA Football 2000* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. Follow on-screen instructions to start a game.

◆ To skip the opening video and title screen, press **START** at each screen.
The Main menu appears. ➤ *Main Menu* on p. 8.

CONTROL SUMMARY



BASIC GAME CONTROLS

MENU CONTROLS

	CONTROL
Help	■
Select option/advance to next screen	✕ or START
Go back/previous screen	▲
Move menu cursor	D-Button ↓
Toggle options	D-Button ↔

PLAY SELECTION

Select Formation	✕
Select Play	■, ✕, or ●

KICKING

Start kick meter/kick	✕
-----------------------	---

OFFENSE

Snap the ball	✕
Call up passing symbols	✕
Pass to receiver with matching symbol	■, ✕, ●, L1, or R1
Move player/run	D-Button

DEFENSE

Switch players	✕
Move player/run	D-Button
Speed burst	●
Dive (tackle if collision)	■

NOTE: NCAA Football 2000 has all the moves! In addition to these basic moves, you can shed would-be tacklers with a stiff arm, freeze the defense with a juke, burst through the line with a swim move, and more. For detailed information about gameplay controls, > Complete Game Controls on p.5.

COMPLETE GAME CONTROLS

GENERAL GAMEPLAY

Pause game	START
Call Timeout	SELECT

PLAYCALLING

Cycle formations	D-Button ↓
Cycle sets (when available)	D-Button ↔
Select formation	✕
Cycle plays	D-Button ↓
Flip play	R1
Select play with corresponding symbol	■, ✕, or ●
Go back/previous screen	▲

OFFENSE

BEFORE THE SNAP

Snap ball	✕
Fake snap signal	●
Coach's Cam (show player routes)	R2 + D-Button
Scroll through available man in motion	D-Button ↓
Move man in motion (when available)	D-Button ↔

EA TIP: Call an audible to change your play at the line. Press ■, then ■, ✕, ●, L1 or R1. Call an audible to flip the current play by pressing ■, then R2.

PASSING

Move Quarterback	D-Button or Left Stick/L3 button
Bring up passing symbols	✕
Disable/hide passing symbols (allows QB to perform running moves: spin, hurdle, etc.)	R2
Pass to the receiver with appropriate symbol	■, ✕, ●, L1 or R1
Throw ball away	▲
Pitch left or right	L1 or R1

ANALOG CONTROLLER PASSING

Call up passing symbols	Right Stick/R3 button
Aim passing target	Move Right Stick/R3 button
Pass towards target	Right Stick/R3 button

EA TIP: The longer you hold down the passing button (■, ✕, ●, L1, R1, or R3) the harder the pass. To bullet a pass, press and hold the button; to lob a pass downfield, tap it.

EA TIP: If the defense is on to your passing attack, try a pump fake to buy your receiver some time. L2 executes a pump fake when passing symbols are up and a fake pitch when passing symbols are disabled.

RECEIVING

Take control of the receiver closest to ball	✕
Dive for the ball	■
Jump and reach for pass	▲

RUSHING

Move player	D-Button or Left Stick/L3 button
Speed burst	✕
Dive	■
Hurdle	▲
Spin	●
Stiff arm	L2
Juke move	R2
Pitch left or right	L1 or R1

KICKING

Start kick meter	✕, ▲, or ●
Aim kick	D-Button <->
Kick (press the same button that started the kick)	✕, ▲, or ●
Call left/standard/right onside kick formation	■, then ■, ✕, or ●

EA TIP: Pressing ✕ triggers a normal kick. You can kick high by pressing ▲, or deliver a line drive kick by pressing ●.

DEFENSE

RECEIVING A KICK

Take control of receiver (Receiver can perform normal rushing moves: speed burst, spin, stiff arm, etc.)	D-Button or Left Stick/L3 button
Call left/standard/right onside kick formation	■, then ■, ✕, or ●

BEFORE THE SNAP

Cycle through players	✕ or ●
Move Player	D-Button or Left Stick/L3 button
Shift line left/right	L1/R2
Coach's Cam (show defensive assignments)	R2 + D-Button

EA TIP: To call a tight, standard or loose coverage audible, press ▲ then ■, ✕, or ●.

AFTER THE SNAP

Switch to defender nearest ball	✕
Move Player	D-Button or Left Stick/L3 button
Dive (tackle if collision)	■
Jump	▲
Speed burst	●
Swim move	R2
Spin move	L2
Strip ball tackle	L1
Swat ball (knock ball down)	R1

ONE-BUTTON MODE: This mode allows you to execute all the moves with the ✕ button. It simplifies the controls, allowing you to focus on the action. It is especially helpful when learning the game. To activate One-Button Mode, press R1 at the Controller Select screen. A "1B" (One-Button) icon appears on your controller. You can toggle this option on and off during the game by going to the Controller Select screen through the pause menu.

MAIN MENU

The Main menu appears after the introductory video. From the Main menu you can select the type of game you want to play, select game and system options and customize your own teams.

NOTE: Default options appear in bold in this manual.

GAME MODE	Choose QUICK START , EXHIBITION, SEASON/DYNASTY, TOURNAMENT, GREAT GAMES, or PRACTICE. > <i>Game Modes</i> on p. 12. (Except <i>Exhibition Mode</i> below.)
GAME OPTIONS	The Game Options menu is your pathway to setting up the game exactly how you want to play it. From this menu you can set penalty levels, toggle play notification ON/OFF, select the skill level, and much more.
CUSTOM OPTIONS	Create, load, or delete a player/school, name players, edit plays. > <i>Custom Options</i> on p. 16.
SYSTEM OPTIONS	Adjust music and sound effects levels, calibrate analog controllers, configure controllers, and set other system options.
USER PROFILES	Create, select, or load user profiles. > <i>User Profiles</i> on p. 18.
MEMORY CARD	Load and save files to/from a memory card. > <i>Memory Card</i> on p. 19.

NOTE: To view on-screen help in any game menu, press ■.

SETTING UP AN EXHIBITION GAME

Choose a grudge match between rivals or a contest between your two favorite teams.

QUICK START OPTION: To get straight to the gridiron, choose QUICK START from the Main menu. Position the controller icon under the team of your choice. There is no opportunity to change stadiums or weather conditions.

To start an Exhibition game:

1. Choose EXHIBITION from the Main menu. The Team Select screen appears.
2. Select your teams and press ✕ to continue.

- ➔ To toggle between Away and Home teams D-Button ↑, and then D-Button ↔ to cycle the available teams. (To scroll through teams alphabetically, press L1 or R1. To have the computer select a random match-up, press L2 + R2.)
- ◆ If you want to choose a stadium, set weather conditions, and/or select the time of day, press ● from the Team Select screen. The Stadium Select screen appears. After making your selections, press START to return to the Team Select screen.

EA TIP: There's nothing as intense in college football as going up against your rival. To quickly choose your team's rival, press SELECT while your team is highlighted.

3. At the Controller Select screen, move the Controller icon to the right to control the Home team or to the left to control the Away team.
 - ➔ To assign a user profile to a controller, press SELECT and then D-Button ↓ to view the currently loaded profiles. Press ✕ to make your selection.
 - ➔ To select a playbook, press ●. You can choose from team, global (all formations in the game), and gameplan (i.e., Run and Shoot for high-powered passing offense or Wishbone for smashmouth rushing offense).
 - ◆ If you are playing as the Home team, you can change your team uniform by pressing L1. The Home team can choose to wear dark, light, and in some cases alternate jerseys.
 - ◆ The computer controls teams that are not selected. If neither team is selected, the computer controls each team, utilizing their strengths and exploiting the opponent's weaknesses so you feel like you're watching the game.
4. Press ✕ to advance to the coin toss. > *Playing the Game* below.

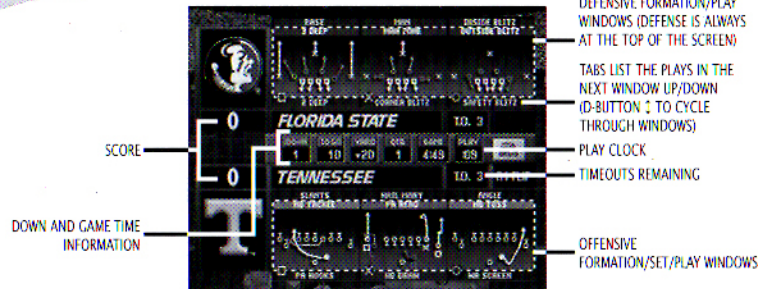
PLAYING THE GAME

The Coin Toss

Before the game the team captains meet with the referee for the coin toss. The Away team makes the call. The team that wins the toss has the option of kicking, receiving or choosing a side to defend.

Playcalling Screen

The Playcalling screen appears before each play.



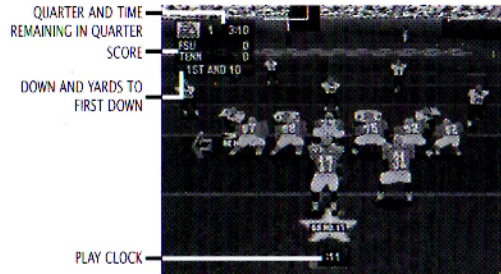
To call a play:

1. D-Button ↑ to cycle through the available formations.
2. D-Button ↔ to cycle through available sets for the selected formation (if available), then press ✕ to select. The list of plays for the selected formation and set appear.

NOTE: The number of formations and sets available is determined by the playbook you use.

3. D-Button ↑ to cycle through the available plays.
 - ◆ Rushing plays display a white arrow for the ball carrier's path, while passing plays show yellow arrows representing receiver routes.
 - ➡ To flip the play, press R1.
 - ➡ To change a chosen formation, press ▲ to go back and make a new selection.
4. Press the corresponding button (■, ✕, or ●) to select your play.

EA TIP: If your opponent is anticipating your plays, try calling a bluff play. Use L1/L2 + the corresponding ■, ✕, or ● to call a play that is on the upper/lower tabs of the playcalling display.



Pause Menu

To pause during gameplay, press **START**. The Pause menu appears. Most Pause menu options are self-explanatory; those that aren't are detailed below.

SUBSTITUTIONS

Any member of your squad can be brought into the game—or taken out—for specific formations or globally (all formations) from the Substitutions screen. Players knocked out by injury are substituted automatically.

MASS SUBSTITUTIONS

Substitute the entire second string offensive or defensive squad.

INSTANT REPLAY

Save highlights from the instant replay screen.

SET AUDIBLES

Set offensive and defensive audibles. You can choose any 5 plays (from the current playbook) for your defense and offense audibles.

- ➡ From the Audibles screen, select a button for the play (■, ✕, ●, L1, or R1), then choose a formation and a play. When you finish, press **START** to return to the Pause menu.

GAME MODES

In addition to Exhibition games, *NCAA Football 2000* offers five more modes where you can demonstrate your football skill and knowledge.

SEASON MODE

Season mode allows you to play through one season. You can play one game (or all games) from any given week or have the computer simulate all the games.

STARTING A NEW SEASON

- To start a new season, select SEASON/DYNASTY from the Main menu, then select NEW SEASON from the pop-up box. The Season Week screen appears.

Custom Schools

If you have created custom schools, the computer prompts you to "include custom schools?" Select YES or NO. If you choose to include custom schools, the Add Created Schools screen appears. Select the school to add and press **X**. The cursor moves to the Remove School frame. Select the school to replace and press **X**. To exit the Add/Remove Schools screen, press **START**. (For information on creating Custom Schools, > *Creating a School*, on p. 16.)

NOTE: A created school takes the place and schedule of an existing team. If that school is part of a conference, your team becomes part of that conference.

SEASON WEEK SCREEN

The Season Week screen is the gateway to playing the week, viewing stats, changing your schedule, naming or reordering the players on your roster and much more. Most of the topics are self-explanatory; those that require explanation are listed below.

CUSTOM STAT SAVE

Select the teams whose individual stats you want to track. Custom Stat Save's default setting does not track the individual stats of Div-1AA teams. To track these stats, you must sub them for another conference or teams in Custom Stat Save.

CUSTOM SCHEDULES

This allows you to alter the season schedule to your liking. Press **■** for onscreen instruction.

PLAY WEEK SCREEN

Play any game from the current week, or simulate the action for the current week or the entire season.

To choose a game to play:

1. Highlight a game and press **●**. The box next to the game is checked.
 - If you wish to control a particular team (or teams) throughout the entire season, you can "tag" that team for all future games. Highlight a game in which that team appears and press **L1 + ●** (if visiting) or **L2 + ●** (if home). That team will then be tagged as User-controlled.
2. Press **START** to advance to the Controller Selection screen. Choose your team and continue as you would in an Exhibition game.
 - After all the week's games are played, D-Button **→** to advance to the next week.

Continuing a Season

If you backed out of a season in progress, you can continue playing as long as you have not reset the PlayStation game console or shut it off. To continue a season in progress, select CONTINUE SEASON from the Season Mode pop-up window.

Loading a Season from Memory Card

To load a saved season:

- Select LOAD SEASON/DYNASTY from the Season Mode pop-up menu. The Memory Card screen appears. Load the season you want. (> *Backup Options* on p. 19 for loading instructions.) The Season menu appears.

DYNASTY MODE

Take complete control of your team from season to season. With hard work you might lead your team to the National Championship, get a contract extension, or receive a better offer from another school. But if you don't bring glory to your program, you could get your walking papers and be looking for a new job for the next year.

STARTING A NEW DYNASTY

- To start a new dynasty, select SEASON/DYNASTY from the Main menu, then select NEW DYNASTY from the pop-up box. The Dynasty Setup screen appears.
- If you have created custom schools, > *Custom Schools* on p. 12.



Dynasty Setup Screen

Most of the Dynasty Setup screen is easy to follow. Topics that require more instruction are listed below.

COACH MODE

YES puts you on the hotseat of a five-year contract, with the possibility of being fired. **NO** gives you a lifetime contract with the school of your choice.

RECRUITING

INDIVIDUAL allows you to hunt for individual recruits who best fit your program's needs. **BASIC** lets you formulate a general recruiting plan and the computer carries it out.

To select a team and user profile:

1. After selecting the Number of Players, Coach Mode, and Recruiting options, press **X** to access your Team and User Profile selection options.
2. To choose a user profile, press **SELECT**, then cycle the available options.
 - ◆ For more on User Profiles > *User Profiles* on p. 18.
 - ◆ To choose a team, D-Button **<>** and press **X** to select. The Dynasty Week screen appears.

Dynasty Week Screen

In most cases, the Dynasty Week screen topics are self-explanatory. Topics that require more instruction are listed below.

REDSHIRTING

A redshirted player is not eligible to play for the season, but he gains an extra year of off-season training. A player can only redshirt once in his career.

TEAM ROSTERS

The option to NAME PLAYERS extends only to user-controlled teams in Dynasty mode.

- ◆ To get started, choose **PLAY WEEK**. The games for the week are displayed on the Dynasty Week screen. Unlike Season mode, you can only play your selected team(s) match-ups.
- ◆ If your team is scheduled, you can play the game. If your team is not playing, you can simulate the games by pressing **START**.

The Off-Season

The off-season allows you to assess your team's needs. Finding the right recruits to fill the holes in your program or enhance your strengths is essential to building a dominant dynasty.

- ◆ At the end of a season, the **Draft Day Report** screen appears. This screen lists how well your seniors (and, in some cases, juniors) did in the draft. To continue to the next screen, press **START**. The Post Season Training Report appears.
- ◆ The **Post Season Training Report** lets you see how hard your returning players worked and how much they improved. This information can help you decide which players to cut at the Cut Players screen. Press **START** to continue.

- ◆ The **Cut Players** screen lets you clean house and remove unwanted players. To cut a player, highlight his name and press **Y**. The player's name is shown in red type. Cutting players is a gamble because you can't predict the caliber of the replacement player you sign. Press **START** to advance to the Recruiting screen.

Basic Recruiting

Basic recruiting lets you set general guidelines and the computer takes care of the rest. The computer tells you the minimum number of players to recruit per position. You can change the number to recruit, as long as minimums are met. You choose the type of player to fill a position (e.g. blocking or running fullback), and assign a recruiter.

Individual Recruiting

Individual recruiting allows you to track down the players you want and need from anywhere within your recruiting region.

- ◆ A map of the U.S. appears when you enter Individual Recruiting. The states in your recruiting area are blue; those outside your area are gray. The state you are currently searching is yellow.
- ◆ From the Recruiting Week screen you have access to the states in your recruiting area, your Prospect Status Report and a host of other reports as well. Press **SELECT** to view the Report menu. You can assign visits from either the Recruiting Week screen or directly from one of the reports.

NOTE: You must maintain certain minimums at each position in order to ensure you field a competitive team.

Prospect Report Menu

The Prospect Report menu offers you different looks at your recruiting circumstances. View current targets, top 100 national recruits, prospects available and more.

Reviewing Recruits

Review recruits, study individual player stats, and assign a recruiter. Remaining visits are tracked at the bottom of the screen. To view your recruiting status, such as current targets, signed and returning players, press **Y**. Continue recruiting all five weeks or "auto recruit" by selecting **AUTO RECRUIT** from the Simulate Recruiting pop-up menu.

EA TIP: To ensure that the recruiting process runs smoothly, your coaches should track no more than 30 recruits. As prospects sign with other programs or if you determine that a scholarship is best used elsewhere, it's up to you to remove recruits from your current target list. Remove a recruit by going to the recruit's stat screen. At the bottom of that screen, under the Coaching Visits, is the option to delete this prospect from your list.

OTHER MODES

TOURNAMENT

After you master the moves, set up a tournament with your friends or go up against the computer with your created team.

- ➔ From the Main menu, choose **TOURNAMENT**. Choose either a **SINGLE** or a **DOUBLE** elimination tournament. The Tournament pop-up screen appears. Follow the onscreen prompts.

GREAT GAMES

You remember these games; you watched the action unfold and couldn't believe the intensity. *NCAA Football 2000* has 40 great games for you to relive and replay.

- ➔ To start Great Games mode, select **GREAT GAMES** from the Main menu. D-Button ↑ to scroll through the available Great Games. Press ✕ to choose one.

PRACTICE

It takes practice to go all the way to the National Championship. Practice mode gives you the opportunity to hone your skills and learn new moves.

- ➔ From the Main menu choose **PRACTICE**. The Practice screen appears. Select a team, set the practice options, and drill away.

CUSTOM OPTIONS

NCAA Football 2000 puts you entirely in control of your team. You can create a school, create your players, and name players (both created and existing).

Creating Players

ATTRIBUTE MENU	Name a player, select his team, number, position, and more.
ABILITIES MENU	Determine your player's agility, speed, awareness, etc.

Creating a School

SCHOOL INFO MENU	Type in a school name, 6-letter abbreviation, city and enrollment, and select a state.
TEAM INFORMATION	Choose rival, logo, uniform, stadium type, and more.

NOTE: Uniform colors are dependent on the school logo.

Other Custom Options

LOADING SAVED SCHOOLS Load schools from one or more memory cards. Take your team on the road and load it onto your friend's system from Memory Card Slot 2. Your friend can load a team from Memory Card Slot 1.

DELETING SAVED SCHOOLS Remove created schools to free space on memory cards.

NAME PLAYERS Name players for any of the teams featured in *NCAA Football 2000*. Up to 14 teams can contain named players.

Play Editor

The *NCAA Football 2000* Play Editor lets you call all of the shots! This custom option lets you design new plays and rework those previously created.

To use the Play Editor:

1. From the Custom Options menu, choose **PLAY EDITOR**. The Play Editor Setup menu appears.
2. Select the team that you want to create a play for, then select a User Profile.
 - ◆ If you don't have a User Profile, you have to create one. A pop-up box appears allowing you to enter your User Profile name. For information on entering a new profile, ➤ *User Profiles* on p. 18.
3. Select the play type (offense or defense) from the pop-up menu.
 - ➔ For offense, choose either a running or passing play.
4. Choose a set, then press ✕, ■, or ● to assign a button to your play. This takes you to the field.
5. After you spot the ball, you are ready to give assignments to the players.
6. Move the control icon under the player that you want to assign. To cycle through the players, D-Button ←→.
7. D-Button ↑ to choose a route or assignment for each player on the field.
8. After all players have been assigned, press **START** to go to the Play Editor menu. From the Play Editor menu, you can choose to resume editing, save, abort, or practice the play.

EA TIP: Practicing a play helps you determine its strengths and weaknesses. If the play needs some fine-tuning, return to the Play Editor menu after practice. You can adjust the play by selecting **RESUME PLAY EDITOR**. If it's a keeper, choose **SAVE CURRENT PLAY**.

USER PROFILES

Your user profile can store custom plays, audibles and substitutions.

To create a User Profile:

1. From the Main menu select **USER PROFILES**, and then from the pop-up menu, choose **NEW USER PROFILE**.
2. Access the Edit Text screen by pressing **SELECT**. Type a name for the new profile.
3. Choose a team for the new profile by pressing D-Button \uparrow to the appropriate field and D-Button \leftrightarrow to scroll through teams.

NOTE: Your User Profile Substitutions will be activated when playing with this team.

To select a profile:

- From the pop-up menu, choose **SELECT USER PROFILE**. A list of currently loaded profiles appears. Choose the desired profile.

Loading a User Profile:

- Choose **LOAD USER PROFILES** from the pop-up menu. The Load User Profiles screen appears. Select **LOAD USER PROFILES**, then select profiles to load and press **START**.
- You can load profiles from multiple memory cards. Insert two memory cards and load profiles from each.

User Profiles Options

CUSTOM PLAYBOOKS	Select the play formations and sets you wish to use. Custom Playbooks are usable with any team.
PLAY EDITOR	Design custom plays. ➤ <i>Play Editor</i> on p. 17.
SET AUDIBLES	Set offensive and defensive audibles.
SUBSTITUTIONS	Select substitutions to be made for your selected profile team.
EDIT PROFILE	Change the name or team for your User Profile.

MEMORY CARD

Preserve all of your hard work and glorious moments! *NCAA Football 2000* lets you store highlights, created players and schools, and more on memory cards.

NOTE: Never insert or remove a memory card when loading or saving files.

- To access Memory Card functions, select **MEMORY CARD** from the Main menu. A pop-up menu offers All-Time Records, Highlights, or Backup Options.

To view All-Time Records or Highlights:

- Select **ALL-TIME RECORDS** from the Memory Card Options screen, then D-Button \uparrow to scroll through the records.
- Select **HIGHLIGHTS** from the Memory Card Options screen. The Load Highlights screen functions identically to other backup options detailed below.

BACKUP OPTIONS

Save or load user records, a Season or Dynasty, game settings, and created players.

- If you need to free up space on the memory card, highlight **DELETE** and press \times , then highlight the file(s) you want to delete and press \times .

To save:

- D-Button \leftrightarrow to select a memory card. Highlight **SAVE** and D-Button \leftrightarrow to desired item. Press \times to save.

To load:

- D-Button \leftrightarrow to select the memory card that contains your file. Highlight **LOAD** and press \times . D-Button \uparrow to select the file you want to load and press \times .
- To return to the previous screen without loading a file, press \blacktriangle .



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Electronic Arts Customer Warranty contact information:

Electronic Arts Customer Warranty

PO Box 9025

Redwood City, CA 94063-9025

Web page: www.ea.com

E-mail: cswarranty@ea.com

Phone: 650-628-1900

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EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@ea.com

WORLD WIDE WEB: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

If you live outside of the United States, you can contact one of our other offices.

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